

Contact

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Top Skills

Game Development
Programming
Unreal Engine 4

Languages

English (Native or Bilingual)
Tamil (Native or Bilingual)
Hindi (Native or Bilingual)

Nilesh Krishnan

Programmer at A44
New Zealand

Summary

I'm a game developer who has been working in the industry for a bit over 5 years. I am quite experienced with C++ and C#, along with game engines such as Unreal Engine, Unity and Godot. I am also quite comfortable with working on custom game engines and using a wide array of libraries. I have also worked on titles ranging across multiple platforms, including PC, Console and Mobile.

Experience

A44
Programmer
September 2019 - Present
Wellington & Wairarapa, New Zealand

Sumo Video Games
Game Programmer
July 2016 - August 2019 (3 years 2 months)
Pune Area, India

Purple Talk
Software Engineer
January 2014 - February 2016 (2 years 2 months)
Hyderabad Area, India

BlueGiant Interactive
Game Tester
August 2012 - October 2012 (3 months)
Hyderabad, India

Education

Backstage Pass - School of Gaming

Bachelor of Technology (B.Tech.), Computer Science and
Game Development · (2011 - 2015)

P.M.M. Inner Wheel School · (1997 - 2009)